

Your Continuous Delivery Assignment

1. Introduction

1.1. Positioning Statement

For Bla (Telecom company, provides Land lines, Internet, Cable TV and Mobile Phones) TV and Internet customers who desires access OTT content from several sources in a single place, the Bla Play is a OTT aggregator that provides in a single portal access to VOD content from more than 20 providers (HBO, TNT, FOX...). Unlike Netflix, our product we are not restricted to only one library of content we can provide access for more than 25.000 media assets through the metadata aggregation and proprietary SVOD and TVOD content.

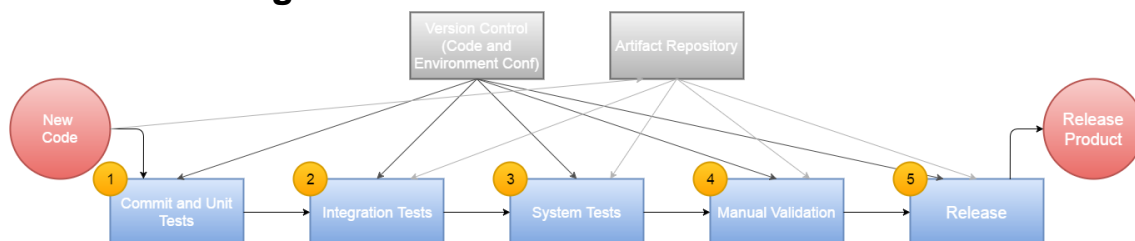
1.2. Core/Summary Value Hypothesis

If we aggregate OTT providers, Subscription Video on Demand (SVOD) and Transactional Video on Demand (TVOD) for Bla customers, we will have develop a personalized platform that provides the best and most complete Digital Video Assets library.

1.3. Assumptions

- 1.3.1. Bla customers that are entitled to access third partners OTTs platforms and they have to look on each one of those OTTs portals to find what he wants to watch where they are currently using HBO, TNT, FOX and if we provided a portal where we could aggregate all content from those third partners OTTs platforms they will became frequent users of our portal.
- 1.3.2. Bla customers that desires to have an SVOD service and they have an internet, land phone or cable tv services from Bla Telecom where they are currently using an external SVOD service as Netflix and if we present them the option to purchase a SVOD service at low cost they will purchase this Bla Telecom SVOD service.
- 1.3.3. Bla customers and they have the desire to have access to most recent movie releases and they have some kind of post pay account with Bla Telecom where they're currently using cinema or reduced amount of titles on a PPV service and if we provided an TVOD service at low cost they will prefer TVOD than cinema or PPV services.

2. Process Diagram



2.1. Commit and Unit Test

- **Roles:** Developers, write and perform the unit tests while programming.
- **Systems:** The unit test can be performed on small chunks of code, to test what is being developed at the moment.
- **Data:** It's usually used a stub

2.2. Integration Test

- **Roles:** Developers, write and perform the integration tests after developed small features or expected behaviours.
- **Systems:** The integration test used to verify functional, performance, and reliability on groups of units (individual modules).
- **Data:** the data used is a simulation of data shared between procedures.

2.3. System Test

- **Roles:** Testers write and perform the system test; here the focus is user centric and very close related to the user stories.
- **Systems:** It's an environment of completely integrated system, sometimes controlled stage environment
- **Data:** usually is used real data in an integrated system even external systems

2.4. Manual Validation

- **Roles:** Testers team, perform a validation of the entire solution
- **Systems:** Production/Stage environments
- **Data:** Real data, completely integrated system even with external systems

2.5. Release

- **Roles:** Ops team, receives from the artefact repository the code to deployed and from version control the configurations
- **Systems:** Production environment
- **Data:** Real data, completely integrated system even with external systems

3. Process Diagram Further Description

Area	Notes & Questions
Commit and Unit Tests	<p>What is working well: the developers are beginning to understand the necessity of write the unit tests before code it.</p> <p>What could be better: If we could place a person to assist the programmers to write the unit test we could improve our code quality.</p> <p>What are the highest priority ideas for improvement: when creating the pairs for pair programming take in consideration the skills of writing tests and code capacity to balance the pairs stimulating a test driven culture.</p> <p>Roughly how much time and money do they require: ~3 months and \$0</p>
Integration Tests	<p>What is working well: The development team is basing their integration tests on the unit tests done before</p> <p>What could be better: Sometimes a developer get lost on the code committing to the Version Control System, and this is impacting our overall process</p> <p>What are the highest priority ideas for improvement: Develop clear rules to regulate the commitment of code to the VCS.</p> <p>Roughly how much time and money do they require: 3-4 days, \$0</p>
System	<p>What is working well: The flow of information between the development</p>

Tests	<p>and test teams is really good.</p> <p>What could be better: External systems needed are not fully developed yet.</p> <p>What are the highest priority ideas for improvement: Development of a Stub to supply lack of external systems.</p> <p>Roughly how much time and money do they require: 2-3 days, \$500</p>
Manual Test	<p>What is working well: all the previous tests are being well documented</p> <p>What could be better: This tests are being done to the entire system each time it is running so is taking a lot of time</p> <p>What are the highest priority ideas for improvement: automate some parts of the testing, mainly on features already deployed.</p> <p>Roughly how much time and money do they require: 5-10 days, \$7500</p>
Release	<p>What is working well: last few deploys had being successful without need of rollback</p> <p>What could be better: a better understanding of blue and green environments could be helpful</p> <p>What are the highest priority ideas for improvement: training to ops team.</p> <p>Roughly how much time and money do they require: 5 days, \$12000</p>

4. Improvement Opportunities

The team is still trying to adapt to agile techniques, so my first suggestion is hire a scrum master or agile consultant to assist the team to have easiest adoption of agile. This role is crucial to keep the agile processes going on, so that is why this is my suggestion.